

**R** RadioShack®

Cat. No. 60-2765

## Radio-Controlled Fire Engine

Your RadioShack Radio-Controlled Fire Engine sounds like a real fire engine! It has a headlight, a siren, and a flashing emergency light. The Fire Engine is perfect for beginner racers, ages three and up.

Your Fire Engine needs four AA batteries (not supplied) for power, and its transmitter needs one 9V battery (not supplied). For the best performance and longest life, we recommend RadioShack alkaline batteries.

### INSTALLING BATTERIES

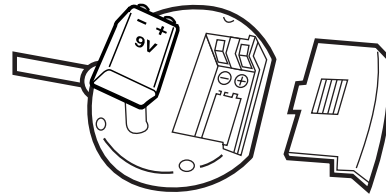
**Warning:** Dispose of batteries promptly and properly; do not bury or burn them.

**Cautions:**

- Use only fresh batteries of the required size and recommended type.
- Do not mix old and new batteries, different types of batteries (standard, alkaline, or rechargeable), or rechargeable batteries of different capacities.
- Never leave dead or weak batteries in the Fire Engine or the transmitter.
- If you will not be using the Fire Engine for a week or more, remove the batteries from both the transmitter and the Fire Engine. Batteries can leak chemicals that can damage electronic parts.

### In the Transmitter

Follow these steps to install the transmitter's battery.

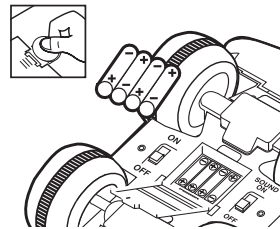


1. Press and slide the battery compartment cover off the transmitter.
2. Place the battery in the compartment according to the polarity symbols (+ and -) marked inside.
3. Replace the cover and snap it shut.

When the transmitter's range decreases, replace its battery.

### In the Fire Engine

1. Slide **ON/OFF** on the bottom of the Fire Engine to **OFF**.



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2. Insert a coin in the slot on the battery compartment cover. Turn the coin until it stops, then lift up the cover to open it.
3. Put the batteries in the compartment as indicated by the polarity symbols (+ and -) marked inside.
4. Close the cover so it snaps to secure it.

If the Fire Engine moves slowly or not at all, replace all four batteries.

## DRIVING THE FIRE ENGINE

**Warning:** Never play with your Fire Engine in the street.

Follow these steps to drive the Fire Engine. For maximum range, hold the transmitter with the antenna pointing straight up.

1. Slide **ON/OFF** on the Fire Engine to **ON**.
2. To have the Fire Engine's siren sound when it is driving forward, slide **SOUND ON/OFF** to **ON**.
3. The Fire Engine's transmitter has one control button. Hold down the button to move forward with emergency lights and headlights flashing.

The Fire Engine stops when you release the button.

To drive the Fire Engine backward and make it turn, hold down the button on the transmitter again.

4. When you finish playing with the Fire Engine, slide **ON/OFF** to **OFF**.

## HELPFUL HINTS

If the Fire Engine's motor runs but does not respond to the transmitter, move closer to the Fire Engine and try again.

If someone uses a CB nearby, it might interfere with control of the Fire Engine. If this happens, move the Fire Engine away from the CB.

You cannot operate the Fire Engine near devices with transmitters that use the same frequency (49 MHz).

If the Fire Engine moves slowly and you have installed fresh batteries, check the wheel mechanisms for lint thread, hair or dust.

## CARE

To care for your Radio-Controlled Fire Engine so you can enjoy it for years:

- Do not drive the Fire Engine through puddles or mud, on a wet floor, or in sand, rain, or snow. These can damage it.
- Do not expose the Fire Engine or transmitter to temperature extremes, and do not store them in direct sunlight or near a heat source.
- Do not leave the Fire Engine or transmitter outside overnight. Night dampness can damage their electronic circuits.
- To protect the Fire Engine's mechanisms from lint and hair, do not drive it on carpet.
- Wipe the Fire Engine and transmitter with a damp cloth occasionally to keep them looking new. Do not use harsh chemicals to clean them.

Modifying or tampering with the Fire Engine's or transmitter's internal components can cause a malfunction and might invalidate the its warranty and void your FCC authorization to operate it. If your Fire Engine is not performing as it should, take it and the transmitter to your local RadioShack store for assistance.

## USER-REPLACEABLE PARTS

You can order these parts through your local RadioShack store.

Description	RSU#	NP#
Transmitter	DB-90995	12168910
Transmitter Battery Compartment Cover	ZA-90196	12168928
Owner's Manual	MU-6002765	12168936

## THE FCC WANTS YOU TO KNOW

Your Fire Engine or its transmitter might cause TV or radio interference even when it is operating properly. To determine whether your Fire Engine or its transmitter is causing the interference, turn off you Fire Engine and release the transmitter's control buttons. If the interference goes away, your Fire Engine or its transmitter is causing it.

Try to eliminate the interference by:

- moving your Fire Engine and its transmitter away from the TV or radio
- contacting your local RadioShack store for help

If you cannot eliminate the interference, the FCC requires that you stop using your Fire Engine.

Changes or modifications to this product not expressly approved by RadioShack, or operation of this product in any way other than as detailed by the Owner's Manual, could void your authority to operate this product.

### Limited Ninety-Day Warranty

This product is warranted by RadioShack against manufacturing defects in material and workmanship under normal use for ninety (90) days from the date of purchase from RadioShack company-owned stores and authorized RadioShack franchisees and dealers. EXCEPT AS PROVIDED HEREIN, RadioShack MAKES NO EXPRESS WARRANTIES AND ANY IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE DURATION OF THE WRITTEN LIMITED WARRANTIES CONTAINED HEREIN. EXCEPT AS PROVIDED HEREIN, RadioShack SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED DIRECTLY OR INDIRECTLY BY USE OR PERFORMANCE OF THE PRODUCT OR ARISING OUT OF ANY BREACH OF THIS WARRANTY, INCLUDING, BUT NOT LIMITED TO, ANY DAMAGES RESULTING FROM INCONVENIENCE, LOSS OF TIME, DATA, PROPERTY, REVENUE, OR PROFIT OR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, EVEN IF RadioShack HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Some states do not allow the limitations on how long an implied warranty lasts or the exclusion of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

In the event of a product defect during the warranty period, take the product and the RadioShack sales receipt as proof of purchase date to any RadioShack store. RadioShack will, at its option, unless otherwise provided by law: (a) correct the defect by product repair without charge for parts and labor; (b) replace the product with one of the same or similar design; or (c) refund the purchase price. All replaced parts and products, and products on which a refund is made, become the property of RadioShack. New or reconditioned parts and products may be used in the performance of warranty service. Repaired or replaced parts and products are warranted for the remainder of the original warranty period. You will be charged for repair or replacement of the product made after the expiration of the warranty period.

This warranty does not cover: (a) damage or failure caused by or attributable to acts of God, abuse, accident, misuse, improper or abnormal usage, failure to follow instructions, improper installation or maintenance, alteration, lightning or other incidence of excess voltage or current; (b) any repairs other than those provided by a RadioShack Authorized Service Facility; (c) consumables such as fuses or batteries; (d) cosmetic damage; (e) transportation, shipping or insurance costs; or (f) costs of product removal, installation, set-up service adjustment or reinstallation.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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**A Division of Tandy Corporation**  
**Fort Worth, Texas 76102**

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Printed in China